

HardReadCH

General Tournament Format, Prizes for Eevent 9

General Tournament Format

With the exception of Neo Turf Masters, the following tournament format is used:

- Up to 8 competitors: DE bracket
- 9 - 15 competitors: 2 RR groups to top 8 DE bracket
- 16 - 31 competitors: 4 RR groups to top 8 DE bracket
- 32 - 63 competitors: 8 RR groups to top 16 DE bracket
- 64 - 127 competitors: 16 RR groups to top 32 DE bracket
- 128+ competitors: 32 RR groups to top 64 DE bracket
- During RR all sets are BO3
- During DE, all sets are BO3 until half of the competitors are eliminated from the tournament. Afterwards, all sets are BO5.
For example: Top 16 in a 32-man DE bracket will be played BO5 on both winners and losers side
- With the exception of Super Smash Bros, team tournaments are played in a winner stays on format until the whole team is eliminated. Players play a BO1 set against each other, the winner stays and plays the next member of the opposing team.

Pot split

- The tournament entry fees of the players go fully into the price pot
- As such, there is no fixed price pot. The more participants, the higher the pot
- The overall price pot is distributed over the games according to participant numbers
- The pot is shared between the top 3 placing players as follows: 50/30/20%

Term Definitions

- RR group: Round Robin group. Players play against every other player in their group.
Placement is decided through the following
- DE Bracket: Double Elimination bracket. A combination of 2 standard elimination brackets. Every player starts out in the "winners bracket" and upon losing a set is added to the "losers bracket". A player who loses a set while in the losers bracket is eliminated from the tournament.
https://en.wikipedia.org/wiki/Double-elimination_tournament
- BOx: Best of x. For example, in a BO5 set the player who wins the majority out of 5 matches wins the set, in which case the set is over after a player has won 3 matches.
- Set: A tournament set consists of a pre-determined amount of in-game matches.
- Match: An in-game match is over as soon as the game declares a winner. A Match in fighting games usually contains a predetermined amount of rounds, Smash Bros being a notable exception
- Round: An in-game round, if it exists, is over after a KO-state has been reached